INSTRUCTIONS FOR USE

SPEED/BINGO MATH

Loading the Cartridge and Starting the Game.

1. Turn your VIC-20 OFF before inserting or removing the cartridge.
2. Insert the cartridge (label side up) into the wide expansion port on the back of the computer.
3. Turn the VIC-20 ON. After a second or two, the opening title should appear on the screen. (If the title doesn't appear, turn your VIC-20 off then back on).

Adjusting Screen Position

To center the picture use the CRSR and CRSR keys. Each time you press the CRSR key, the picture will move to the right, and when the CRSR key is pressed, the picture will move towards the bottom of your TV screen. Keep using these two keys until you are satisfied the picture is centered within your screen. (NOTE: Once the game has begun you can not change the screen colors).

Eliminating Screen Flutter

On some TV sets with automatic fine tuning your screen may "flutter" up and down when using a computer or video game. To correct this, hold down the shift key and hit the f7 key. (NOTE: Doing this with a standard TV set may cause the screen to flutter).

INSTRUCTIONS

SPEED MATH (HIT the f1 key to start)

Now you can have hours of fun and build your basic math skills at the same time. SPEED MATH gives you mathematical problems in addition, subtraction, multiplication and division. Some are hard, some are easy. The trick is to solve each problem by filling in the blank with the right answer. You have 10 seconds for each problem. There are 30 problems per round. Try to beat the clock and get the top score of 300 points. You can play SPEED MATH in 5 different categories.

(+) ADD	TYPE: f1
(−) SUBTRACT	TYPE: f3
(×) MULTIPLY	TYPE: f5
(÷) DIVIDE	TYPE: f7
(?) MIXED (+, −, ×, ÷)	TYPE: RETURN

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SCORING

POINTS	SCORE
Count Down 10 - 1	Points/problem TOTAL

Have loads of fun with SPEED MATH. Play it yourself and with your friends.

INSTRUCTIONS

BINGO MATH (HIT the f3 key to start)

Put your math skills to the ultimate test. BINGO MATH is an action-packed Bingo game that asks you to solve math problems and use the answers to score BINGO.

HOW TO PLAY

1. Look at the math problem(s) at the bottom of the screen.
2. Find the answer on the Bingo Card.
3. Use the proper keys to move the * to the right answer.
4. Hit the SHIFT key on the same side as the letter keys you're using. If you get the right answer in 5 seconds (and before the other player) the * takes the place of the number in the box.
5. Get 5 *'s in a row (across, up & down, or diagonally) and BINGO, you win!

Play BINGO MATH against the clock or with your friends. You always have 2 players on the screen.

STRATEGY HINTS:

1) Find the answer on the card, then push the keys to move and score.
2) Draw ——→'s and *'s on stickers and put them over the proper keys.

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